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Institute for

Dale Read, Ben Jones & Kevin Till

Sport, Physical Activity & Leisure





RUGBY







Collisions (tackles, rucks, mauls, scrums)



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The movement characteristics of English Premiership rugby union players

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Cahill et al. JSS. 2013;31(3):229-237.



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Original research

Positional demands of international rugby union: Evaluation of player actions and movements

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Quarrie et al. JSAMS. 2013;16(4):353-359.

RESEARCH ARTICLE

Movement Demands of Elite U20 International Rugby Union Players

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Cunningham et al. PLoSOne. 2016;11(4).

- Rehabilitation
- Recovery
- Player development
- Physical preparation

Train for the average demands – unprepared for the most demanding passages of play – Tim Gabbett







Institute for Sport, Physical Activity & Leisure Aim: To quantify the demands of attacking, defending and ball out of play.

Purpose: To establish the most demanding phase of play (attacking *vs.* defending) for forwards and backs.

Methods

- 1 Regional academy
- 12 matches (2014/2015 & 2015/2016 season)
- 59 male rugby union players [259 observations]
- Split into forwards (n = 28 [150]) and backs (n = 31 [109])
- Age: 17.6 ± 0.6 years
- Stature: 183.0 ± 6.8 cm
- Body mass: 89.4 ± 10.9 kg





Analysed video recordings for attacking, defending and ball out of play timings



Frontal

Sagittal

Transverse

Inertial sensors Gyroscopes: Measure the orientation of the athlete's body position.

Accelerometers: Measure impact forces.

Magnetometers: Measure direction like a digital compass.



Antenna: Receives signals from GPS and GLONASS (Russian) space-based satellites for twice the

10 Hz global positioning system (GPS) 100 Hz accelerometer, gyroscope and magnetometer

EEDS BECKETT JNIVERSITY

Institute for Sport, Physical Activity & Leisure (RD) Relative distance (m.min⁻¹) (PL) PlayerLoad[™] per minute (AU.min⁻¹)

Statistical Analysis

- Linear mixed model
 - Random: 'players code' and 'match code'
 - Fixed: 'phases of play' (attack, defence, ball out of play)
- SWC established for each variable (0.2 between-subject standard deviation) (RD = 4.7%; PL = 4.9%)
- Magnitude based inferences calculated and assessed as:
 - 25-75% Possibly
 - 75-95% Likely
 - 95-99.5% Very Likely
 - >99.5% Almost Certainly
 - 'Unclear' when crossing the upper and lower bound of the SWC
 - Differences shown as percentage change ±90% confidence limits

Batterham & Hopkins *IJSPP*. 2006;11,51-57. Hopkins et al. *MSSE*. 2009;41(1),3-12



Results

| | Match Length | | |
|------------------------|------------------|------------------|------------------|
| Time (mins) | 74.8 ± 3.3 | | |
| | Ball in play | | Ball out of play |
| Time (mins) | 27.4 ± 2.9 (37%) | | 47.4 ± 4.1 (63%) |
| | Attacking | Defending | Ball out of play |
| Time (mins) | 12.7 ± 3.1 (17%) | 14.7 ± 2.5 (20%) | 47.4 ± 4.1 |
| Cycles (n) | 27 ± 9 | 31 ± 10 | 48 ± 3 |
| Average Cycle Time (s) | 26 ± 17 | 26 ± 18 | 59 ± 33 |
| Minimum Cycle Time (s) | 7 | 7 | 9 |
| Maximum Cycle Time (s) | 96 | 113 | 259 |



Forwards vs. Backs (RD)



Sport, Physical Activity & Leisure

Unclear -0.1% [-5.6% to 5.3%]

250

Forwards likely † 7.6% [2.2% to 13.1%]

Forwards vs. Backs (RD)



Sport, Physical <u>Activity &</u> Leisure

Forwards vs. Backs (PL)



Sport, Physical Activity & Leisure

Relative Distance



Sport, Physical Activity & Leisure

$PlayerLoad^{TM}$



Activity & Leisure

Key Findings

Movement demands in attack are unclear between forwards and backs

Movement demands in defence are harder for forwards than backs

Movement demands are higher in backs than forwards when the ball is out of play

PlayerLoad is higher in forwards than backs in all 3 phases of play (suggesting they are involved in more collisions / static exertions)



Institute for Sport, Physical Activity & Leisure Attacking and defending are similar for forwards

Attacking is harder than defending for backs

HOW TO USE IT?

Worst case scenario protocol

PLAYER INVOLVEMENTS / DEVELOPMENT

12-15 mins of attacking or defending can be replicated in 30 mins of training

CONTEXT

70 m.min⁻¹ to 117 m.min⁻¹ = 2 m.s⁻¹ / 7 km.h⁻¹. Consider the decision making, change of direction, communication, technical rugby skill, scrums, etc

RUNNING GAME FOR BACKS?

Future studies should analyse match-play data using a similar method Locomotor data split into velocity zones would enhance the understanding



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